

Anduin

* #7 By Eric Kane 15 February 1982 *
* 1976BU, 1981IE, IM, IP, IR, KE, '82D, Epsilon, KMI, Yngstow *

No, this is not a fake of Just Among Friends. It may look a lot like JAF, but this is, in fact, the seventh consecutive issue of ANDUIN. I have Brian Lorber to ~~pland~~ thank for the new look since he is letting me use his word-processor to type this up. Speaking of Brian, he will be starting up a new 'zine called HELCHARAXE, in the hobby tradition of naming 'zines after mythical places. Anduin and Helcaraxe are going to be a joint operation much in the same way that Coat of Arms is. We will print them up together and mail them together but they will be two seperate 'zines. Brian has an announcement about Helcaraxe in Camelot. Brian wishes to continue going the Kingmaker game and so that game is being transferred to Hel. This change will not affect the players as I will now attempt to explain. If you are currently subbing to Anduin, you will also recieve Hel at no additional cost. Well, actually there will be a slight increase in the overall price. From now on, subs will cost \$6 for 10 issues but for this money you will recieve both 'zines which is really twice as much for your money. The reason I'm increasoiing the price is to make things easier for Brian and myself. Anyone who gets Anduin also gets Helcaraxe and vice-versa. For those of you who are trading or mutual subbing with Anduin, don't bother sending Brian copies of your 'zine as he is always over at my house reading mine anyway! Brian doesn't mind this at all. The price increase will not affect those of you currently subbing except when it comes time to renew, when I'll hit you with the new price also! The game and NMR fees will remain the same and apply to both 'zines. Oh yes, my sister Vicky will continue to do the artwork for both 'zines which I am gratefull to her for. Anyway, seeing as I already hav eight games of regular Dip going, and that I will be starting a Youngstown game and an Anarchy game soon, I have decided to give my newest game to Brian to help him get started. At the time of this printing I have six people signed up for a new game so it should start with the first issue of Helcaraxe. If anyone signed up for this game is opposed to this, just tell me and I will sign you up for the next game in Anduin, when I have openings again. Brian will also be opening some games himself, probably about four more. He may also be running some variants but I'm not sure which. I guess we will find out with Brian's first issue. As for money, SEND NO MONEY TO BRIAN!!! MAKE ALL CHECKES OUT TO ME!!! This includes game fees, sub fees, contributions, or anything else you might want to give to us! I will be paying for the printing so I get the dough! By the by, if you want to save a little money on your sub, you can send me \$11 and get 20 issues, or you can send me \$20 and get 45 issues, or you can send me \$100 and get a life time sub! Really! Enough about Helcaraxe, let me just say that Brian is a very good writer and shows a lot of potential as a gm. He is very enthusiastic ~~peppm~~ I and is anxious to publish again. One more

thing, I TAKE NO RESPONSIBILITY FOR ANYTHING BRIAN CHOOSES TO PRINT!!!!

What's new in the hobby. Looksa like Jack Masters is folding Black Frog. Makes no difference to me as I never even saw a copy of BF. A couple of new 'zines are out but I haven't seen them yet either. In Just Among Friends #18, (put out by Honest Al the novices Pal Pearson) I got "glimpsed" at in one of his cartoons. This is another top-notch 'zine which is very enjoyable to read. Write to Al at PO Box 898, Charles Town, WV, 25414 for a sample. It's worth it. The next ByrneCon is going to be held over the weekend of April 3 and you'll here all about as soon as it's over. A couple of people have asked me how I work my deadlines. Well, I'll tell ya! By getting the orders by the 10th, I can print them up and take the issue to the printers by the 13th, and mail it out on the 15th. That's why you usually receive Anduin about a week after the deadline has passed. I've got a whole bunch of letters this issue. Not to mention a new variant, possibly an article, and of course the games.

Before I get to any of that, there are a couple of things that I want to discuss. After reviwing my houserules, I found them to be inadequate. They do not cover all of the possibilities that might arise during the course of a game. Therefore, in the next couple of issues, I am going to be adding additional HR's at the rate of about two per issues. Then, around issue #14, I will print a complete set of HR's with all of the additions included. I would appreciate comments on my suggested changes and perhaps I will allow the players to vote on them.

First, before any games come close to ending, I want to talk about draws. Therefore:

Rule #XIII: Draws Include All Survivors (DIAS). DIAS applies if there are four or more players still in the game. In order for there to be a two-way draw declared, the two players must controll at least 24 centers. For a three-way, thirty centers must be controlled between the three players before a draw can be proposed. If there are four or more players left in the game, then there can be no concession to any "team".

XIV: There can be no concessions or draws in any games until the season of Spring, 1905. The only way for a game to end before this turn, is for one player to gain control of 18 or more centers. I feel that the game has not been played out to its full potential before this.

Now let's talk about convoys. (Groan!)

XV: Let us take the following situation:

Turkey: A Gre-Alb.

Austria: F Ion C Turkish A Gre-Alb.

Italy: F Nap-Ion; F Tyn S F Nap-Ion.

In this instance Austria's F Ion has been dislodged.

Accoriding to the rules on convoys, if the fleet convoying an army is disoldged, the convoy fails and the army is not moved (This by the way, is discussed in detail by Mark Berch in an article he wrote for Diplomacy World #29 available from Rod Walker for \$2). This being the case, the Turkish move of A Gre-Alb should fail as the fleet convoying it was dislodged. Of course, the Turkish player may argue that it was never his intent to accept the convoy which is a reasonable arguement. However, let us consider another

situation where-in France is trying to protect three provinces with only two units:

France: A Spa-Mar; A Bur-Mar.

Italy: F Wes-Spa(sc); A Pie S FRENCH A Spa-Mar.

In this case Italy has out-guessed the French player and succeeds in taking Spain. I believe that this rule should hold true for convoys also. If the Austrian player is smart enough to know that Italy was going to dislodge him, then he deserves to have protected Albania with but a single unit and a dislodged one at that!. Therefore, in a case like this, I would rule in favor of the Austrian and that the Turkish move of Gre-Alb has failed. Austria would be allowed to retreat to Albania or any other vacant province.

That's enough HR's for now. You can be sure that I'll have plenty more for next issue. Bruce Linsey, watch out! Here I come to challenge your record!!! I expect a lot of feedback on the above and I will print as many of your points as I can with next issue. I may even have the players vote on which HR's they want and which they don't. After all, I'm not the one playing, I'm just trying to make it as fair and enjoyable as possible.

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1981IM-The Great Neck game "Fall, 1903"

RUSSIANS TAKE THEIR LICKS ON ALL SIDES.

Summer: France retreats F Wes-N.Af. Jeffrey Trester, the French player has resigned his position because he is unable to continue playing. I have asked Brian Lorber to take over the French position. Since this is an irregular game, I feel that there is no reason why I can't have Brian play because his brother is in the game. Besides, these two bring a new meaning to the words sibling rivalry!!

England (S Bloom): A Edi-YOR; F Nrg-BAR; F NWY S F Nrg-Bar; F Nth-Ska; F Swe-BAL; F DEN S F F Swe-Bal; A BEL-Hol;
F HOL-Kie.

France (B Lorber): A BUR-Mun; A RUH S A Bur-Mun; A MAR-Spa; F LYO-Spa(sc); F N.AF-Tun.

Germany (S. Lorber): A BER S A Mun; A MUN S F Kie; F KIE S A Ber.

Italy (S Brooks): F TYN-Tun; F Wes-MID; A PIE H.

Austria (G Nadaner): A Gre-BUL; A Rum-SER; F NAP H; F Adr-ION;
A Rom-VEN; A TYR S A Rom-Ven.

Russia (K Halpern): A UKR S A Sev; A SEV H; A Bul H; F Bal S

GERMAN F Kie; A SIL S GERMAN A Ber; F ST.P(nc) H.

Turkey (J Ferguson): F CON S AUSTRIAN A Gre-Ser; A ARM-Sev; F BLA S A Arm-Sev.

The Russian F Bal must retreat to Pru, Lvn, Bot, or OTB, and the Russia A Bul must retreat to Rum or OTB. As this is a local game, I have already recieved the Autumn and Winter adjustments. They are as follows:

Autumn, 1903: Russia retreats F Bal-PRU & A Bul-RUM.

1903 SUPPLY CENTER CHART

England: Home, Bel, Hol, Den, Swe, Nwy, (8). No change.

France: Home, Spa, Por, (5). No change.

Germany: Home, (3). No change.

Italy: Tun, Ven, Nap (1). Must remove 2.

The 1981IM supply center chart is continued on the next page.

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Austria: Home, Rom, Gre, Ser, BUL, VEN, NAP, (9). May build 3.
Russia: Home, Rum, BU1, (5). Must remove 1.
Turkey: Home (3). No change.

"Winter, 1903"

Italy: Removes F Tyn & A Pie. Has F Mid.
Austria: Builds A Vie, A Bud, & F Tri. Also has F's Nap & Ion,
A's Ven, Tyr, Ser, & Bul.
Russia: Removes F St.P(nc). Has F Pru, A's Rum, Sev, Ukr, & Sil.
So much for that turn!!! Orders for Spring, 1904 are due by
Wednesday, March 15, 1982.

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LETTER BOMBS

I have an unusually large amount of letters to print this
issue. Seven so far and today is only the eighth of the month!
We'll start off with a letter from Crud.
January 30, 1982.

Eric, I'm unreliable? Huh? How so? I'm very reliable when I
want to be (or more importantly, not overloaded). So what's the
whole question anyway?

Nicke seeing you at the last ByrneCon. But hey, don't be
parinoid about me. I don't bite (unless you're about to bite
me!). See you at the next one! -Dick

((Next up we have Gary Coughlan with 2 letters!))
December 27, 1981.

Eric-Just another quickie I'm afraid this time too. I just wanted
to let you know once again how much I enjoyed Anduin #5 and your
comments on my fakes. I must protest a little however! I am not
a mad faker just marking time until my next fake! I have not
faked since late November, 1980, over a year. I did not fake in
1981 and haven't faked since I started pubbing on my own. I have
a question for you. On Christmass Eve, here, the movie, Miracle
on 34th Street is always shown. A 1947 movie with Natalie Wood
and a trial for an old man who claims he is Santa Claus. Are you
familiar with it? Anyway each year I watch it and I always notice
something that I didn't before. This time, when the lady asks to
see his job card record, it says "Kris Kringles" lives at the Brook
Memorial Home for the Aged in GREAT NECK, New York. I thought of
you when I saw this. This is a great movie. Well it's late so I
will close. Looking forward to the Big Six! -Gary.

((I agree that it is a good flick. I never noticed anything
about a Brook Memorial Old Folks home and looking through the
telephone book shed no light on the subject either. Then again,
this movie was made almost thirty years ago and it's possible that
there once was such a place but I don't know anything of it.
Anyhow, the reason I printed this letter up is because I was
watching a movie on TV the other night called "The Million Dollar
infield" starring Rob Reiner. It was all about this softball team
called the Long Island Bucks and who were based in Great Neck!
Imagine my surprise when Mel Allen says "hello everybody, this is
Mel Allen coming to you from Memorial Field right here in
beautiful Great Neck, Long Island." Memorial Field is no more
than half a mile from my house!!! Well, obviously they filmed it
in Hollywood because I didn't recognize a single feature during the
entire film. However, they got the name of the team right.

Bucks, as in \$\$\$). Almost everyone in Great Neck has enough money to choke a horse, or, in Gary's case, a cow!)

And now for Gary's second letter.

February 2, 1982

Eric- I am quickly finding out that the best way to deal with lies, deliberate or otherwise, such as John Caruso wrote about me in Anduin #6, is to respond to them in Anduin #7. I request that these paragraphs be printed in Anduin #7 or else give me your subber list so I can send them out to your readers of #6.

As I told you Eric, I have only done 2 fakes which was Voice of Doom and Retaliation. I did not fake The Shogun's sword so "Mr. Coughlan has not been holding out on you." John either knows that I didn't do it and he is deliberately lying, for whatever reasons, or he doesn't know it in which case he should have kept his mouth shut.

The three fakes of my zine brought in, at max, 6-10 subbers. I had my own mailing list of 75. No one sent me a check because of the three fakes or until my own first issue came out. And at that time, I did not trade with zines nor did anyone offer to tradewith me because of the three fakes. Again, Caruso made all of that up.

But what probably ticks me off the most is Caruso's insinuation that I am laughing at John Boardman. He did this by extremely vague wording and I quote: "John Boardman has his ideals, and he feels Gary's fakes violated them. I respect his decision: But I don't agree with it. John doesn't realize that there are a bunch of guys that like to put things over him, mainly because he's gullible. They are very convincing, and John doesn't believe that these guys have any reason to lie to him. They purposely "suck him" into a ridiculous comment or action. Then laugh at him. Then, they won't accept their own truth, and either refuse to admit they only "jibbed" or "lied" or "teased" Boardman. The result is what you see in the hobby. These guys that "pull the wool" over Boardman's eyes, are generasly the same guys you see in the feuds and the same "In 6" that are correct by their own defination, the guys that think they run the hobby."

One gets, as I did, the impression that I am a faker who tried to fool Boardman and laughs at him. That has never been my style. My two fakes, when they were done, were not sent to Boardman. He only saw them after I started publishing my zine. I wanted to give my zine to Boardman for starting the postal hobby and I explained my approval of faking and sent him copies of my fakes. Far from trying to pull the wool over his eyes, I was expelled from Graustark because I did not measure up to Boardman's moral standards. Since that time, I here via third parties that I am being attacked in Graustark as a poor GM and God knows what else. All of this is a result of Boardman's "decision" which Caruso "respects".

I don't mind Caruso's fun and games which prtray me as a Southern hick, etc. but when he writes inaccuracies about my reputation, I draw the line. (I take it back Eric this is short enough to go into Anduin #7 since it is about as long as Caruso's letter in #6 so, if you don't print it, let me know why). -Gary.

((Gary, I don't print letters based on their quantity, but rather on their quality and if I feel that they are important or

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interesting. I will not pass judgement on either Caruso or Boardman as I have found them both to be good friends. Plus, who am I to pass judgement on them. It wouldn't be fair for me to say who is lying and who isn't. Instead, if they wish to respond to your accusals, they can and I will print them up if they so wish. If not, then they can reply to you directly if they so choose to do so. ~~I hope that you and Caruso can settle this because I would (and so would everyone else) hate to see the two of you get into~~ ~~ent or interesting.~~ I am not going to pass judgment on either Boardman or Caruso, I have found them both to be good friends and so I will let them respond to your accusals themselves. If they wish for their responses to be printed here then I will print them. If not, they can contact you directly. If they so choose to do so. I hope that you can settle this thing with Caruso as I would hate to see the two of you get into a feud (and so would everyone else.))

Rod Walker

23 January, 1982

Eric- Anduin #6 here the other day. I like the digest format...although as you see you have a lot of space that could be used; next issue you'll probably work more in. Any format takes getting used to, especially if size reduction is involved.

Basically in this letter I'm responding to John Caruso's letter, and your answer to it. I certainly agree with John that fakes can (and should) be fun. I will mention that (and this at the risk of boring a lot of people who've heard this before) I did the first fake Dip zine in 1969, a fake of Eric Just's THE DIPLOMAT. In those days I did an April Fool issue of my own 'zine every year around 1 April, and that year Eric beat me to the punch by putting out his own version of my April Fool issue a week before mine... going so far as to have it mailed from the town I was living in. Since Eric was always late in putting out TD, I put out his next issue for him, complete with fake results for his games and announcement that he had heard somebody was going to do a fake of his 'zine so he was putting out the real one on time to forestall the faker. And I had it mailed from Paoli OK, where Eric lived at the time. (All except Eric's copy, which I had mailed from Seattle.) That started the tradition of fakes, which is honorably kept to this day. I think they're fun.

But I can understand why some people would just as soon fakes weren't done. It's a matter of opinion. As John points out however, there are some people (such as Boardman) who go overboard on the subject. Boardman's attitude is, and always has been, that anyone who disagrees with him is necessarily a Bad Person. You will also get him making all sorts of loony connections between types of beliefs...a conservative (he says) necessarily is a racist, a person who approves of fakes is necessarily a dishonest GM, and so on. He couples this with prejudices and grudges of such hoary antiquity that it's almost unreal. Do you know who Bangs Lesile Tapscott was? No, and I daresay very few people in the hobby do, now. The incident which caused his name to appear with such invidious inference in GRAU had nothing to do with Diplomacy and happened before you were born. It's very generous of Caruso to label these sorts of things as "ideals"...it

is axiomatic in New York hobby politics that one does not arouse Boardman's ire. I don't blame him for being careful.

Baiting Boardman is a time-honored hobby tradition. The fact that this is done by some people on occasion does not excuse nor condone the unfair and untrue statements Boardman makes about people in GRAU, especially since he does not allow the right of reply to those he maligns. (In fact, the whole beef he has against Tapscott involves Boardman's attempt to abridge the right of free speech of a member of a group to which Boardman and Tapscott both belonged.)

Whoever the "In 6" who are supposed to "think they run the hobby" may be, they are primarily products of John's imagination. It's this sort of political oratory which keeps people in the hobby from working together in a cordial and effective manner. The players really deserve better than John Caruso making unsupported general attacks on unnamed (or named) people who have (insofar as I know) given him no cause to do so. Political statements such as his really don't do anybody any good. -Rod.

((I agree that John shouldn't be making these general statements. I would ask him to point a finger at what he labeled the In 6 but I fear that it would just start more trouble. As we shall see with the next letter, from Mark Berch.))

Marc Berch -February 3, 1982

Eric- Anduin looks good in its new format.

I wanted to make a few comments on fakes. Fakes are, in a way, just like variants, play-of-the-game articles, letter columns, Ratings, statistics, etc. They're an activity, an aspect of the hobby. Some are done well, some poorly, just like variants, etc. More to the point, some people like 'em, some don't. Most people, when faced with some activity which doesn't appeal to them, just ignore it. Others say, NO we must purge the hobby of this particular activity, its harmful, etc.

Caruso says, "Boardman has his ideals, and he feels Gary's fakes violate them." It's more than that. Boardman condemns all hoaxes and all who participate in them. It doesn't matter whether the fake is designed to be convincing or not. The fake BB #69 which Brux did was labeled as a fake. But he condemned everyone. I contributed a letter to it, under my own signature no less, on the subject of decontrol of oil prices. So I was lumped together with other Boardman called "forgers" and he told his readers to boycott all of our zines, and even zines which permitted us to play there. He refused to let any, of those criticized to reply in Graustark, even tho a few things he said were factually inaccurate. I had to resort to an outside mailing to as many of his subbers as I could find addresses for.

As for this buisness about Boardman being "gullible", take this with a large grain of salt. Boardman has been around for a long time, longer than any of us, and was in SciFi fandom well before the postal Dippy hobby began. Sooner or later most people fall for a fake; I certainly did. Yes, you feel bad, but most people just wipe the egg of their faces and get on with the show. But Boardman treats a fake that he falls for as some kind of "less majesty", and all fakes as crimes against the hobby. They are not. They're just a part of the hobby. Some are done poorly but

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then again some games are played poorly and some press is boring too.

And finally, Caruso's reference to "Guys that think they run the hobby.", what he calls the "In 6" this is all a myth. I've never heard of any person, or any 6 people, who thought they ran the hobby. The hobby is just not the sort of thing which can be "run". If you ask Caruso to name the 6 people, and he does, you'll just get 6 denials. There are no such people that I know of.

((Pass me the salt Mark! Now this is three people who have disagreed with Caruso. John, I'm sure that everyone is just as anxious as I am to see your response to Mark's, Gary's, and Rod's letters. If you would like, I will print it. As for the other John (Boardman), it seems to me that ~~he~~ he has been accused by almost everyone of going over the top. If he also wishes to reply, I shall print it. It seems to me that everyone says that John would not let them respond to his accusations in Graustark. I believe that I know John's reason for this. Once John sees something done that does not comply with his "morals", he wants to have nothing to do with that person ever again. Correct me if I'm wrong but I bet that he's just hoping that those "troublemakers" would just all go away. Whether this is right or wrong I do not know but I'd say that this is what he thinks and why he doesn't allow people to respond in Graustark.)

((And now for something completely different! This next letter is from Mark LousyLoser!))

Eric -Your account of my error in counting centers in our game at ByrneCon is inaccurate. In 1907 (I think that was the year) I had 12 centers and 11 units and was playing 1 short for lack of space. My error was thinking I had 13 and was playing 2 short. During the year I gained 2 centers and lost 3, to give me 11 (which I thought was 12) so I built a 12th unit. When you asked me if I had too many units, I said I would have had 15 (not that I had 15) without my losses and had been playing 2 short the year before. When you then counted up my centers and found I had 11, I removed the unit I built before the game year (1908) started. Therefore my error in counting centers had no effect on the game. Your account of the story implies that I removed 4 units, which is totally wrong- I only removed 1. -best, Mark.

((Sheesh, what a guy won't do to protect his reputation! See why I call him LousyLoser? If I made a mistake in giving my account of the game then I am sorry Mark. However, I don't agree exactly with what you said. But since I wasn't paying too close attention, I won't make any statements about it. And don't worry, the records will clearly show that you are and were correct!))

Dave Carter, January 25, 1982.

Eric, -I guess everyone is going to reduction? I tried it last issue and I'm going to stick to it. I'm going to try a 14" x 11" page and see if I can get away with not going to Digest size.

What made you think that I did the SNAFU! fake? This is a Coughlan play!!!

Don't believe me? Oh well, neither does anyone else!

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I don't have NMR Insurance because 1) It is Postal Dip and 2) It would help local players who would naturally not hesitate to sign up because it would cost them nothing. I have found that 90% of the NMR's in SLEEPLESS KNIGHTS involved players who never sent orders rather than orders arriving late. That is either careless or irresponsible. I think an NMR fee would have to be at least \$3 or else it would not deter a player.

Best, -Dave.

((I agree about the NMR fee and isn't it a wonderful coincidence that I made the price \$3?!? Anyway, no for some information about the fake SNAFU! from someone with a frozen magnifying glass...))
Mark Lew, February 2, 1982.

Ah, you're too cruel. I try to pick a feud with you and now you're saying nice things about me. I guess we will have to be friends after all (sigh).

I have since found out that Cartwr did not do the fake Snafu, it was BRUX! Bruce tried to frame Carter, but carter thinks Coughlan did it!

I don't know what a "dressed" is. I must have just written messy. No, I have no desire to play Anarchy & deviant Dip. Besides, I don't know if I can maintain a sub, particularly if I must "send large sums". I don't see what the difference is how I send the money.

I beg to differ with Brucie. Granted my letters aren't wimpy and don't (to quote Bozo W.) "pussy foot around" but they've got their share of subtlety too (there are some out there who don't know what I'm talking about).

...Nor have I accused you of not listening to both sides.

Type letters?? Never!

You are correct that there is a lot going on. I was talking with Baumeister just yesterday about the passing of many quasi-historic "greats" from the hobby (Michalski, Arnett, Masters, Martin, oops, better not jump the gun)

I don't buy your reasons for diliking small sums. First of all, you do not take a loss. With my 1.02 Boops, now I see why you're complaining. I added wrong and meant to send 1.12. Dime is enclosed, sorry.) you gained 8/9 of a cent. As for as dollar getting you nowhere. You forget that each five dollars you get is composed of 5 one dollars, each of which get you nowhere (shades of Achilles and the Tortoise). However, if you save your money five \$1.00's can become \$5.00. I'm teaching you a valuable lesson.

I've reconsidered my statement on postal chess. I figured that anyone with a chess computer could plug it on and use it's moves in a game. But I've since thought that before computers, someone could ask the advice of a local master and use his moves (though that's admittedly less convenient!) which I wouldn't think anyone would descend to do so I suppose I can trust someone not to use a computer, huh? (What if he wrote the program though?) With that in mind, I'd like to play a game, with you. (If you accept,) here are conditional moves if I end up with white then I do P-K4. Love and Kisses, Markie.

((How can I refuse to play a game with a person so great in Chess, that there probably isn't a single player North of him that is better! Unfortunately for you, I got white so I'll do P-Q4.

Thanks for your letter Mark but please dg learn to type! I didn't know that your 'zine contained C6H6?! (Benzine))) Whew!!! So much for the letter column this month! Here I am on page 10 and I still have so much to print. This is definately going to be at least a 16 pager and possibly a 20 pager. We'll see soon enough (of course you could just turn to the last page and find out but I can't since I haven't typed it yet!

+++++ "Winter, 1901"

SHOULD WINTER TURNS HAVE TITLES?

England (S Bloom): Builds F Lon, & F Lpl. Also has A Bel, F Nwy, and F Nth (5).

France (Martin): Builds A Mar. Also has A's Spa, Par, & F Eng (4)

Germany (D Carter): Builds A Mun, A Kie. Also has A's Hol, Ruh, & F Den (5).

Italy (E Kollmer): Builds F Nap. Also has A's Tun, Ven, & F Ion (4)

Austria (Scheifler): Builds A Bud. Also has A's Gre, Gal, & F Ven. (4).

Russia (Furey): Builds F Sev, F St.P(nc). Also has F's Rum, F Swe, & A's Mos, & Ukr (6).

Turkey (Felella): Builds F Con. Also has F Bla, A's Bul & Arm (4)

Neutral: POR & SER (2).

Press:

Paris-Great Neck: Boy, you're going to have to work on your typing as hard as I do!

Great Neck-Paris: That's what you think!

Paris-Detox: Hey, I responded! Yes, it's true! I am alive.

Sort of. When did you say you wanted that support into Munich?

I guess you know who your friends are, now?

Paris-London + Rome: Don't mind me!

GM-Everyone: Orders for Spring, 1902 are due by Wednesday, March 10, 1982.

+++++ "Winter, 1900"

YOUNGSTOWN GAME BEGINS

Finally, after about three months, the Youngstown game has filled. In order to start the game as soon as possible, I have drawn lots to decide country assignments. Those who gave their preference lists recieved some preferencer where it was possible.

I will write to John Leeder as soon as I can to find out the Millir number for this game. Until that time, the players should use the name YtownI when corresponding with me and, if they so wish, with each other. The following are the country assignments:

England: Don Scheifler, 23 Ponca, Kirkwood, MO, 63122

France: Jack Fleming, 5000, 22nd, NE, #211, Seattle, WA, 98105

Germany: Ernest S Hakey III, 111 Webster ave, #2, Cambridge, MA, 02141

Italy: Dan Palter, c/o Bucci Imports, #100, 123 Grove ave, Cedarhurst, NY, 11516

Austria: Dave Anderson, 219 Oakland ave, apt 2, Pontiac, MI, 48053

Russia: Jack Jung, 291 Windermere rd., apt #431, London, Ontario, N6G 2J9, CANADA

Turkey: Ted Furey, 3 Brook ln, Great Barrington, MA, 01230

China: Glenn Nadaner, 7 Glamford rd, Great Neck, NY, 11023

India: Karl Shuetz, 20 Toledo ln, Willingboro, NJ, 08046

Japan: Chip Charnely, 723 Alder ct, Virginia Beach, VA, 23462

Well, that's the line-up. Let's try to keep the number of NMR's down shall we? Dave Anderson must include a sub fee along with his Spring, 1901 orders or I can't count them. I believe everyone else is paid up but contributions are excepted! I have gotten a request from several players to have the rules and maps reprinted. Oh, alright, I went out and made a few photocopy's of the game. If anyone needs a copy please just let me know and I'll send one right off to you. Orders for Spring, 1901 are due by Wednesday, March 10, 1982.

+++++ "Fall, 1901"

EVERYBODY GRABS FOR WHAT THEY CAN

England (D Martin): F NWB S A Yor-Nwy; F NTH C A Yor-Nwy;
A Yor-NWY.

France (R. Morris): F Eng-WAL; A Spa-POR; A Bur-BEL.

Germany (P Ashley): A KIE-Mun; A Ruh-HOL; F DEN-Nth.

Italy (P Rauterberg): A TYR-Mun; A VEN-Tyr; F Nap-ION.

Austria (M Murray): A Tri-VIE; A SER S F Alb-Gre; F Alb-GRE.

Russia (D Carter): F Bot-SWE; A ST.P-Nwy; F Sev-RUM;
A UKR S F Sev-Rum.

Turkey (B Lorber): F Ank-BLA; A BUL-Gre; A CON-Bul.

The supply center chart for 1901 is as follows:

England: Home, NWY (4). May build 1

France: Home, BEL, POR (5). May build 2

Germany: Home, DEN, HOL (5). May build 2

Italy: Home (3). No change.

Austria: Home, SER, GRE (5). May build 2

Russia: Home, SWE, RUM (6). May build 2

Turkey: Home, BUL (4). May build 1

Neutral: SPA & TUN (2).

The deadline for Winter, 1901 builds is Wednesday, March 10, 1982. If five or more people would like the seasons combined, then this is also the deadline for Spring, 1902 moves. NVR = wouldn't mind combining seasons. No matter what you vote, try and send in conditional moves just in case.

PRESS:

Germany-France & Italy: I absolutely trust you both when it comes to Munich, but I trust myself the most.

Lon-Lon: Oh, will you please be mine? Who needs this game anyway? Anybody got a shotgun I can borrow?

Martin-Carter: Why is it that when I don't have time to write, everybody attacks me. With everybody else, they just get ignored, but me - nooooo! Just jump on my face - I love it!!

Vienna: Leave it to the Italians. All their units are wandsering aimlessly across the board. Only they could have tried to get to Greece from Naples in one move. I just hope their wandering armies don't stuble into Vienna or Trieste.

Budapest-Constantinople: Do you want me to loan you a pen?

Willowdale-GM: Anyone who deliberately lives in Chicago deserves to suffer! Are your temperatures centigrade or the old way?

GM-Willowdale: Centigrade.

Paris-London: Due to the recent shortages in France, the 1st Fleet was ordered to the Channel on a fishing expedition. Come to think of it, we're a little short on tea as well.

Naples: After sorting out their numerous logistical difficulties (not to mention their LOGICAL problems), the mighty sailors of Italia have embarked on the first leg of their Carribean cruise. Tyrolia-Munich: If the French have been good boys, we should be drinking Weissbiers by now. Otherwise, we hope the Krauts have a sense of humor.

+++++ "Spring 1901"
1982D

ITALIANS AND FRENCH DUKE IT OUT OVER PIEDMONT

England (R Carl): F Lon-NTH; F Edi-NRG; A Liv-EDI.
France (C Kaplan): A Par-GAS; F Bre-MID; A MAR-Pie.
Germany (R Slaughter): F Kie-HOL; A Ber-KIE; A Mun-RUH.
Italy (D Scheifler): A VEN-Pie; A Rom-APU; F Nap-ION.
Austria (L McCloud): F Tri-ALB; A Bud-SER; A Vie-BUD.
Russia (E Hakey): F St.P-BOT; A War-LIV; A Mos-ST.P; F Sev-RUM.
Turkey (J Brawner): A Con-BUL; A Smy-H; F Ank-CON.

Orders for Fall, 1901 are due by Wednesday, March 10, 1982.
The press is on page 14.

+++++ "Fall, 1902"
1981IE

ENGLISH GET A LITTLE HELP FROM HIS FRIENDS

England (S Brooks): F Hel-DEN; F Nth-HOL; F Nrg-BAR; A NWY H.
France (R Ellis): A BEL S ENGLISH F Nth-Hol, A BUR S ITALIAN A Tyr-Mun; A MAR S A Par-Gas; A Par-GAS; F Mid-BRE; F SPA(sc) "waves bye-bye to Rep. of Gascony" H.
Germany (P. Byrne): A Mun-Ruh (NSU); A Bur-Bel (NSU); A Kie-Hol (NSU); F Den-Nth (NSU); A RUH & F KIE U, HOLD. A GAS & A HOL U, ANNIHILATED.
Italy (E Hakey): A Tyr-MUN; A APU-VEN; F ION-Gre; F TUN-ION.
Austria (D Palter): F ALB S ITALIAN A APU-Gre; A SER S ITALIAN A APU-Gre; A BUD S A Ser; A Vie S A Bud; A TRI S A Ser.
Russia (M Murray): F Bar-ST.P(nc); F SWE S ENGLISH F Hel-Den; A War-SIL; A RUM-Ser; A GAL-Rum; F SEV S A Gal-Rum.
Turkey (M Quirk): A GRE H; A BUL & F AEG S A Gre; A CON S A Bul.

The rest of 1981IE including press and the winter 1902 supply center chart is on page 14, I hope.

+++++ Well, so much for the word processor. I would have liked to have done the entire issue on it but the person who was printing it up is leaving for vacation so there wasn't enough time. Future issues will almost always be done on the processor. I think it looks much better than normal typed print and it's easier to use. At this point, it looks like this will indeed be a twenty page issue. Boy out this is going to cost me a fortune! Ah well, it's worth it. I really love doing this!
+++++

1976BU

"Fall, 1912"

RUSSIANS TAKE LEAD IN RACE TOWARDS VICTORY

France (M Quirk): F NRG-Nwy; F Ska-DEN; F NTH & F HEL S F Ska-Den; A Ruh-KIE; A HOL S A Ruh-Kie; A BUR-Mun; A PIE S AUSTRIAN F Ven; A Nap-ROM; F APU-NAP; F ADR-ION; F EAS-Aeg.
Germany (K Halpern): A MUN S A Kie; A Ber S A Mun; A Kie S F Den; F SWE S F Den; F NWY H; F Den S A Kie.
Austria (R Ellis): F VEN-Tri.
Russia (K Shuetz): A St.P-FIN; A LVN H; F BAL-Kie; A Sil-SER; A BOH-Mun; A TYR & A TRI S AUSTRIAN F Ven; A ALB S A Tri; F Ion-TUN;

1976BU is cont'd on the next page.

Cont'd from last page.

F GRE-Ion; F CON-Aeg; A SMY H; A PRU S A Sil-Ber.

The German A Kie, A Ber, & F Den are all dislodged, and, having no place to retreat, annihilated. The supply center chart is as follows:

France: Home, Lon, Edi, Lpl, Por, Spa, Bel, Hol, Rom, Nap, ~~Ad~~, KIE, DEN (14)
may build 2 (played one short last year).

Germany: Mun, Swe, Nwy, ~~Den~~, ~~Kie~~, ~~Ber~~ (3). No change (3 annihilated).

Austria: Ven (1). No change.

Russia: Home, Con, Ank, Smy, Bul, Rum, Gre, Ser, Vie, Tri, Bud, BER, TUN (16).
May build 3 (played one short in 1912.).

Orders for Winter, 1912 and Spring, 1913 are both due by Wednesday, March 10, 1982. If I receive both Russia's and France's builds by the 29th of February, then I will inform all of the players of the winter builds. If not, then they will be printed along with the Spring, 1913 orders.

Press:

Austrian Empire-GM: I don't suppose that you'd be so kind to send me the addresses of the French & Russian players assuming that they are still Doehrer and Shuetz?

GM-Austrian Empire (and the rest of the world): Chuck Doehrer has NMR'd for the second time in a row and thus is replaced by M Quirk. Thanks go to him and R Slaughter who submitted stand-by orders for Russia although they were not needed after all. Karl's address is 20 Toledo ln, Willingboro, NJ, 08046.
Venice-Trieste: Look out, here I come (pizzas and all!).

Epsilon, 198???"Fall, 1901"

DITTER NMR'S (NO BOARDMAN NUMBER RECEIVED)!

England (J Chisholm): A Yor-LON; F Nrg-NWY; F NTH-Bel.

France (B Sampson?): NMR! F Eng, A Bur, & A Mar U, all hold.

Germany (S Lorber): A Ruh-BEL; F HOL S A Ruh-Bel; A Kie-DEN.

Italy (M Quirk): F Ion-TUN; A Tyr-BOH; A Ven-TYR.

Austria (M Murray): F Tri-ALB; A Bud-SER; A VIE-Bud.

Russia (D Belliveau): A GAL-Bud; A Ukr-RUM; F BLA S A Ukr-Rum; F Bot-SWE.

Turkey (D Osborne?): NMR! A Bul, A Ank, & F Con U, all hold

Joeseeph Santella has NMR'd for the second time in a row and thus has been replaced by Mark Murray. I still haven't heard from Bern Sampson and, although I talked with Deb Osborne on the phone, I haven't received her orders either. She did say that she would send in orders. Oh well. Will Rick Slaughter, Holiday Estates, #3, Flora, Ill, 62839 please submit stand-by orders for Turkey and will Ernest S Hakey III, 111 Webster ave, #2, Cambridge, MA, 02141 please submit stand-by orders for France? Thankyou. If Osborne and/or Sampson wish to continue playing in Epsilon, they must include a sub check along with their winter orders (No, I will not inflict the new rates on you two!). Even though Bern has no winter adjustments, I must hear from him or else I will replace him for the Spring, 1902 season so that the game will not be disrupted. I'm glad to see that most of the players have stayed on. The following is the supply center chart for 1901.

England: Home, NWY (4). May build 1.

France: Home (3). No change.

Germany: Home, BEL, DEN, HOL (6). May build 3.

Italy: Home, TUN (1). May build 1.

Austria: Home, SER (1). May build 1.

Russia: Home, RUM, SWE (6). May build 2.

Turkey: Home, BUL (4). May build 1.

Neutral: SPA, POR, GRE (3).

Cont'd on next page.

Cont'd from last page.

Orders for winter, 1901 only are due by wednesday, March 10, 1982. I am seperating the seasons because of the number of NMR's this turn. Better to take things a little slower. CHANGE OF ADDRESS: John Chisholm, 119 Bay State rd, Boston, MA, 02215.

Press:

England-Germany: How about writing?

1982D cont'd from page 12.

Press:

Paris: At this moment of sadness when anger is shaping events, the French government wishes to express the hope that peace will prevail among all our neighbors.

St.Petersburg: El Tsaro, leader of the Russian people and grand marshal of the Russian armed forces, pronounced his nation's policy on foreign affairs in a brief statement:

"I'm bored. Let's have some action!"

St. Petersburg-World: "He who writeth not get writeth off; He who writeth oft get off righteth." So sayeth El Tsaro.

GMeth-Worldeth: Jack Brawner's phone # is (813) 576-2324. Only call on late evenings.

1981IE cont'd from page 12.

The following is the supply center chart for 1902:

England: Home, Nwy, DEN, HOL (6). May build 2.

France: Home, Por, Spa, Bel (6). No change.

Germany: Mun, Kie, Ber, ~~Wyl~~ (2). No change (2 annihilated).

Italy: Home, Tun, MUN (5). May build 1.

Austria: Home, Ser, ~~Wyl~~ (4). Must remove 1.

Russia: Home, Swe, Rum (6). No change.

Turkey: Home, Bul, GRE (5). May build 1.

Neutral: ~~Wyl~~. (0).

Orders for Winter, 1902 are due by Wednesday, March 10, 1982. With all of the centers changing hands this turn, I would suggest a seperation of seasons. Then again only for people have winter adjustments. Anyway, if five or more people would like the seasons combined, then this is also the deadline for Spring, 1903 orders. If I recieve all of the winter orders by February 28, then I will mail out the builds to all of the players giving you all a chance to make changes because of certain builds if you would like. My suggestion as always is to send in conditional Spring, 1903 orders just in case the vote passes to combine the seasons no matter which way you voted.

PRESS:

Tirana-GM: (1) Do not automatically retreat my pieces. I have the option to remove them instead. (2) I'm not being defeatist, merely accurate.

GM-Tirana: (1) If someone would like a unit removed instead of retreated, then he should contact me. If a unit has only one place to retreat, then I will assume that the player is retreating there. If he chooses to remove it, then that's fine and I will contact all of the payers. (2) You could've fooled me!

Paris-Berlin: Now you're in big trouble girlie!

Paris-Republic of Gascony: Sorry, but there's only room enough fro 1 republic in these parts ant that's Le France Republik! I'm sure you'll understand why you're retreat routes are cut off, I wanted to be nice enough to allow you a build! No cheer, just money!

GM-Paris: It is not "Le France Republik", rather La Republic de France.

Brest-London: Isn't this great?; Just like the real first world war; England and France crush, cripple, and kill the slimy krauts!

???-The Sultan: You just had to build an army, didn't ya?!

Belgium, Spain, and Portugal-France: Thankyou, noble master, for steering us in the right direction and allowing us to assist you in your noble effort to estinuish the German threat. WE'll be loyal to the end! It's good to be a part of the most glorious empire on the face of the earth. Again, we all thankyou very much!

cont'd from last page.

Germany ((via Paris)): Realizing of their impending fate, most of the German armed forces have deserted and are taking up sides with the French, English, and Egghead forces (You all remember who the "eggheads" are, don't you?). Widespread looting, vandalism, terrorism, and general chaos have been reported from Munich, Kiel, and Denmark. The remaining loyal Byrne troops are fending off rebels from Silesia, Prussia, Munich, Kiel, and Denmark. The only civilized area in all Germany is now Berlin. An official government spokesman who preferred to remain anonymous said, "It's only a matter of time now. By 1903, there's no way we'll be any stronger than 4 units and quite frankly, I wouldn't be surprised if the only centers we'll have left will be Berlin and Kiel." He went on to say that he predicted Fuhrer Byrne's death to be imminent considering the 12,047 attempts on her life already this week (Fuhrer Byrne's bodyguards have been kept quite busy!). Aufwidersehen Deutschland! (Bye Germany!)

1981IP "Spring, 1902"

GO WEST YOUNG MAN

England (M Quirk): F Nrg-BAR; A NWY S RUSSIAN F Fin-Swe; F Edi-NRG; F Lon-NTH;
F Bel S F Lon-Nth.

France (M McMillie?): NMR!! A Par, F Por, A Spa, & A Bur all U, hold. (M. McMillie's army).

Germany (K Knight): A Hol-BEL; A RUH S A Hol-Bel; A Kie-DEN; F Den-BAL; A MDE-Bar.

Italy (D Paiter): A Mar-GAS; F Tun-WES; F Rom-TUS; F Nap-TYN; A Tyr-BOH.

Austria (E Ozog): A Vie-TRI; A Gal-Rum; A Bud-SER; F Gre-Bul(sc).

Russia (K Byrne): F Fin-SWE; A ST.P H; A Ukr-GAL; A WAR S A Ukr-Gal; F RUM H.

Turkey (G Nadaner): A Bul-GRE; F AEG S A Bul-Gre; F Smy-EAS; A Con-Bul (NSU); A Ank U, H.

Austria must retreat F Gre-Alb, Ion, or OTB, and A Gal-Vie, Bud, Sil, or OTB, and England must retreat F Bel-Eng, Pic, or OTB. The direction of these retreats should either be phoned in, or sent by immediate return mail so that they arrive no later than February 28, 1982. All players will then be informed of the direction of these retreats. The deadline for Fall, 1902 orders is Wednesday, March 10, 1982. Will John Chisholm, 119 Bay State rd, Boston, MA, 02215 please send in stand-by orders for France? Thankyou.
Press:

Russia-England: Don't say you weren't warned, I think you are actually more stubborn than Ozog is insane!

Russia-France: If either of us ever get into any kind of shape-may I suggest we help each other.

Russia-Turkey: Go get them kid, make them eat their words.

Rome-Moscow: Where is my certificate?

Berlin-Moscow: Nice not hearing from you.

Berlin-London: Either we've got it made or we've got it made, eh?

Pubber-World: I may yet find room in this issue to print Ozog's press! We'll see.

Now is as good a time as any to tell you that this issue is going to be mailed late. The 15th falls on a Sunday and Monday is a holiday, that means that I will have to take this to the printers Tuesday and mail it Wednesday. Sorry, but it couldn't be avoided. I'll try to have it on time from now on.

AFRICA '82 VARIANT

This variant was developed by Ken Halpern. It was originally slated to be put into Erebor 4, but, since he folded before that, it obviously wasn't. However, he would still like to have it published. I went over it with Ken and we put in some interesting things to make it a different kind of variant. Other than being played on a map of Africa, its main emphasis is on bargaining power. There are certain centers which different countrys can build for if they controll them. Countrys can bargain with each other and work out deals with them. If you're not quite sure what I mean by this and how this will work, just read on and all will be made crystal clear to you. On the next page is a map of Africa which should be used when playing this variant. I'll turn you over to Ken now who wrote the following (with editing by me).



AFRICA
VARIANT
BY KEN HALPERN
SUEZ =
GULF OF SUEZ

NORTH
ATLANTIC

EAST
AFRICAN

MID-
ATLANTIC
OCEAN

SOUTH
ATLANTIC
OCEAN

EM PAS CABLE

WESTERN
MEDITERRANEAN
SEA

MID-
MEDITERRANEAN
SEA

NORTHERN ARAB
REPUBLICS

ARABIAN
PENINSULA

ARABIAN
SEA
GULF OF ADEN
ERITREA
SOMALIA
ETHIOPIA
NORTH
INDIAN
OCEAN

MID-
INDIAN
OCEAN

SOUTH
INDIAN
OCEAN

WALVIS
BAY

MOZAMBIQUE
CHANNEL

CONGO
BASIN

CENTRAL
AFRICAN
EMPIRE

NIGER

CHAD
SUDAN

FAZZAN
MARZUQ

ALGERIA

MAURITANIA

MALI

SENEGAL

UPPER VOLT
GUINEA
IVORY
COAST
GHANA
LIBERIA

CAMEROON

GABON

CONGO

ANGOLA

ZAMBIA

MOZAMBIQUE

BOTSWANA

NAMIBIA

SOUTH AFRICA

TABLE
BAY

WALVIS
BAY

WALVIS
BAY

Cont'd from last page.

The game has seven major powers, much like regular Diplomacy. However these powers are not in two separate and distinct, as in the latter. Rather, there are two camps of two countries each (Libya/Egypt and South Africa/Madagascar), and three in-between great powers which pretty much have a choice as to which theater to involve themselves in (Nigeria/Zaire/Morocco, although the lattermost may tend to be more involved in the Libya/Egypt situation). Whatever, I'll comment some more after I give you the meat of the variant.

Equipment changes: The board, obviously, but the peices remain the same.

Rule changes: Units may pass through the Gulf of Suez without stoping there. i.e. one may go directly from the Red Sea to the Eastern Med and vice-versa.

"Winter, 1982" initial set up:

Egypt: A Alexandria, one fleet and one army in either Asyut or Cairo (players choice).

Libya: A Marzuq, F Tripoli, A Bengazi.

Madagascar: F Tulear, A Tananarive, F Tamatave.

Morocco: F Rabat, A Casablanca, A Aaiun.

Nigeria: A Kano, A Enugo, F Lagos.

South Africa: A Pretoria, A Cape Town, F Johannesburg (choice of coast).

Zaire: A Kisangani, one fleet and one army between Kinshasa and Matadi (players choice).

The following are build centers if they are occupied by the indicated countrys.

Sudan: If owned by Egypt or Libya.

Tunisia: If owned by Libya.

Liberia: If owned by Morocco or Nigeria.

Algeria: If owned by Morocco or Libya.

Chad: If owned by Nigeria or Libya.

Arabian Peninsula: If owned by Egypt.

Angola: If owned by Zaire or South Africa.

Kenya: If owned by Madagascar.

Mozambique: If owned by South Africa or Madagascar.

Tanzania: If owned by Madagascar or Zaire.

The reason for this is to add the element of negotiating. If players would like, they can make all centers indicated buildable by all countrys. For games run in Anduin however, they above will be used. Libya is given the largest choice to account for its relatively poorer position than of those around it. Thus it has larger bargaining power. This rule is also useful for South Africa which has almost the same plight as Libya but to a lesser degree.

If any countries seem to have an advantage, let me clear that up now. Egypt might seem to be overly advantageous because of its secluded position and its automatic 2 builds in the first year (armies may directly cross over the Suez canal). Actually, this is not the case, since Libya can get a definite one and a probably 2nd build also and still move to the Mid-Med to threaten two of Egypt's home supply centers. If Morocco's seclusion seems to give it an advantage, notice also that it has 0 definite builds the first year. The only other country that might appear to have an advantage is Nigeria, but it is actually the most easily accessible Power on the entire board. Many times it may get caught in the cross-fire. All in all, the powers are fairly well balanced.

((Next issue I will give a list of abbreviations for all of the provinces on the board. I am going to run a game of this variant for a game fee of \$2. If anyone is interested just get in contact with me. Not bad Ken! Four free issues to you!))

On the next two pages comes Camelot with the Kingmaker game. As I explained on the front page, this game is going to be run in Helcaraxe from now on. So this will be the last appearance of Camelot until I decide to start another Kingmaker game. Probably in a couple of months. I have one person on a waiting list already. More on game openings can be found on page 19. Gad! I can't believe that this is a twenty page issue!

Camelot IV - By Brian Lorber
 Anduin Kingmaker

Turn III - 1453

Warwick castle: The nobility of England flocked to this lovely ancestral home of the powerful Warwick family. Though the Earl himself was absent (reportedly gaining the support of the Welsh people and Edward of March), his advisers discussed plans for the future of England. The funeral of Margaret was attended - much mourning by all, but she was a meddlesome type, wasn't she? Rumors that the Duke of Buckingham - a very close "associate" of Margaret's - has been secretly supporting the King were discussed and verified. Spies were sent to various locations - it is thought Kenilworth is a very likely possibility, as young Edward bears watching.

From Queen Margaret's inquest (via Douglas): "An anonymous attendant of the Queen: 'Her Majesty and I were sitting in front of a fireplace late at night when we began to hear some odd piping noises and a voice chanting in a strange language. As I went to investigate, I turned around to see her lifted up bodily by some invisible force, then, as I watched helplessly, the Queen was forcibly rendered from limb to limb. Then... I fell senselessly to the floor.' "Servants responding to the Queen's agonized screams reported an acrid smell of sulfur and the presence of curious, nonhuman tracks." "... it is possible that the Queen's killer is not from the normal earth..."

Masham: Lords Clifford and Greystoke wish to thank Lord Scrope for his fine hospitality. Clifford would like to apologise to the master chef for Greystoke's crudeness. It is understood that when the chef asked the visiting lords how they liked their potatoes, Greystoke crudely pounded on the table and said "Masham, masham, mash 'em!". No one laughed then either

Westmoreland (Ditter) NMR!!! NMR!!! SEE BELOW.

Warwick (Hakey): Neville from 18 to 14 to 9 to 8 to Harlech (lays siege) Beaufort+Courtenay+Howard from Bath to 37 to 32 to 29 to 21 to Warwick (inside castle).

Buckingham (Nadaner): Stafford from Wallingford to Windsor to Rye (pick up Henry) to Leeds (inside castle). Le Lucas from Whitby to 30 to 29 to 28 to Caister. Le Rose from Plymouth to 17 to 19 to 21 to 20 to Carisbrooke.

Crusader Rabbit (Murray): Percy+Clifford+Greystoke from Masham to Helmsley to York (lay siege with Cthulhu).

Cult of Cthulhu (Cameron): Stanley hold. Scrope from Masham to Helmsley to York (lay siege). Grey (newly declared noble) from Rockingham to Grantham to Newark to 30 to Towton to York (lay siege). Le Michael from Bristol to 12 to 9 to Milford Haven.

Notes on turn III: Grey has entered the game possessing 30 Burgundian crossbowmen. York and Harlech have been successfully sieged with no casualties. Richard of York is in the hands of Percy and Edward of March in Neville's. The town of York belongs to Cthulhu.

Event cards:

Buckingham: Plague in Cardigan and Swansea. (herbert is outside castle and survives).

Westmoreland: Piracy Stanley to Douglas (snicker! (survives)).
 Crusader Rabbit: Revolt in Wales; Talbot to Ludlow.
 Warwick: Plague in Northampton, Oxford.
 Cult of Cthulhu: Plague in Carlisle.

To answer some questions, a plague takes place at the beginning of a round only. A space does not stay "contaminated" for the turn. Event cards are pulled after movement and affect the next turn. These turn III event cards affect movement and such for Turn IV. I believe in shuffling the event deck after each turn as it spices up the game quite a bit because of the randomness involved. Free move and Writ cards are secret. Anyone who receives one will have it written with their crown card for the turn. Next month will see the start of my new 'zine Helicaraxen. This game will become part of the zine but this will not affect you in any way. Eric pretty much sums it up on the front page. I will be running diplomacy games only to start with and gamefees are \$5 of which \$2 is a gamefee and \$3 is an N.M.R. fee.

Your Crown Card is:

standby for Westmoreland: Mike Quirk 3830 Chester Dr. Glenview Ill. 60025 (312) 498-1377

Orders for Turn IV are due by Monday, March 8, 1982, 6PM.
 'till next month,

Brian Lorber, 7 Polo rd, Great Neck, NY, 11023. (516) 829-8045

ANDUIN, although no longer the newest journal of Postal Diplomacy, is still put out on every 15th of the month by me, Eric Kane, 109 Hicks Lane, Great Neck, NY, 11024. Phone # is (516) 466-0797. Call between 4.00-10.00pm on weekdays and 12.00-10.00pm on weekends (EST). Subs are \$6 for 10 issues but there are discounts if you subscribe for larger quantities. Inquire. Gf's are \$2 and there is a \$3 refundable NMR fee which is returned to you if you have not NMR'd when your country is destroyed or when the game ends. Whichever comes first. There are no more openings for Regular Diplomacy right now. There still are a number of openings for Anarchy (no game fee) and 1885II and Middle-Earth. I also run Youngstown, Chess and a few other variants but openings for all these are also closed for the moment. See page 17 for info on joining the new African variant.

Stand-by list for regular Dip: Ellis, Murray, Hakey, Halpern, Lorber, Bloom, Brooks, Slaughter, Quirk and Chisholm. And Scheifler.

Stand-by list for Kingmaker: Quirk, Dupont.

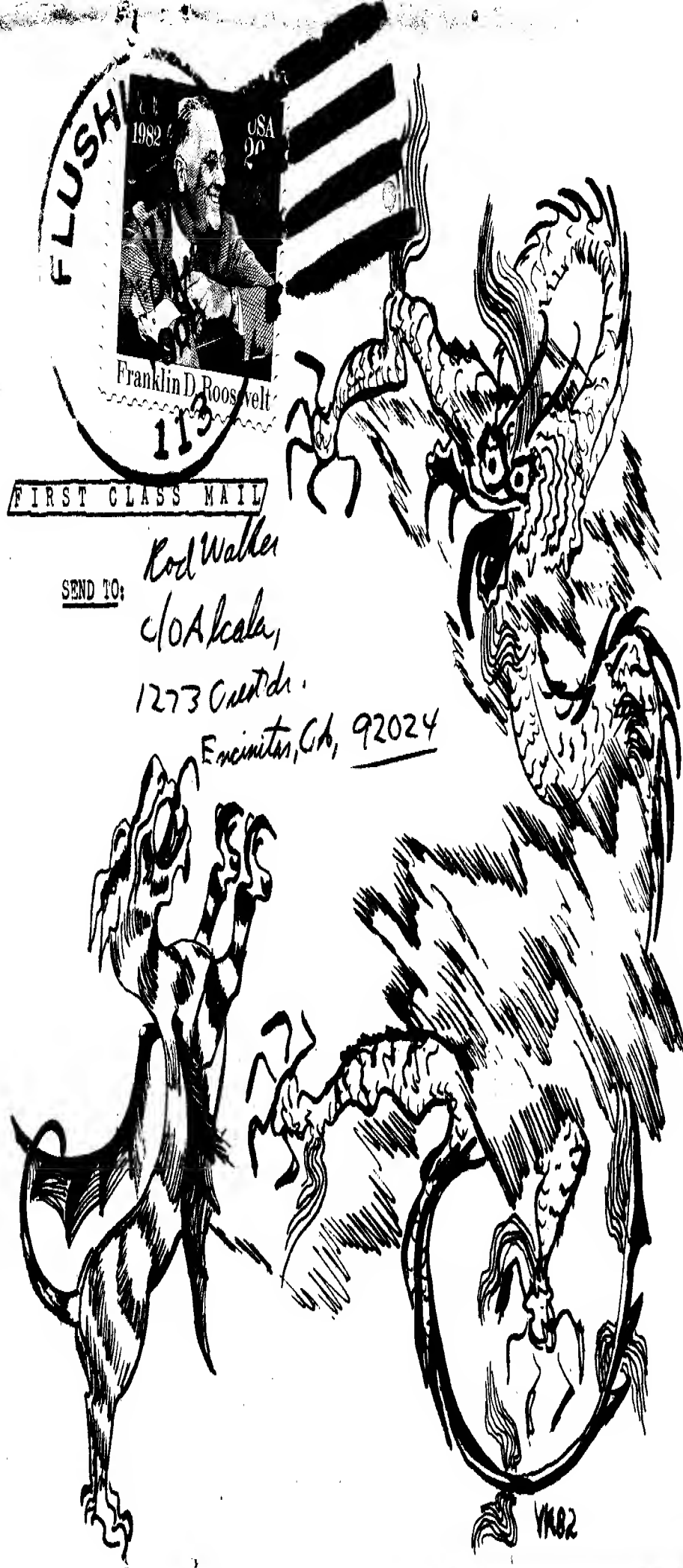
Stand-by list for variants: Slaughter, Scheifler, and Fleming.

If anyone wants on or off any of the above lists, just tell me. More are needed and appreciated. If you complete a SB position, you get 2 free issues.

No room for Chess this issue but I have just ordered rub on pieces and a chess stamper so from now on, all accounts of chess games will be accompanied by a diagram of the current positions. That's all I have room for this month. I'll see you all next month. Bye. Hey, I forgot to mention my birthday! Come February 19 and this little publisher will turn 16!

ANDUIN # 7

c/o Eric Kane
109 Hicks Lane,
Great Neck, NY, 11024
U S A
(516) 466-0797



SEND TO:

Rod Walker

c/o Alcala,

1273 Crest dr.

Encinitas, Ca, 92024

Your sub ends w/issue # _____

Sample _____

Trade L

Complimentary _____

Please see pages 617 letter

You are needed as a stand-by
in game(s) _____

Your code # for all
Anduin games is 24

It's time to renew! _____

Personal note: _____

YK82